## Sesame Street, The Pinball Song

Ooooooh - Ahhh!

(A hand pulls the pinball release lever back, and away it goes!

The ball rolls out and bounces off four thingys that light up before landing in the middle of a larger to As a clock-like diagram with a pointer swings and lights up each number, we hear ...)

One-two-three Four-five Six-seven-eight Nine-ten Eleven-twelve!

(As the ball now rolls up and down on a roller-coaster like slide and lands into another thingy, this of

(As a kaleidoscope of colours spins, the numbers appear one by one)

One-two-three Four-five Six-seven-eight Nine-ten Eleven-twelve!

(The ball drops onto a twisted slide, slides downwards then bumps off three more thingys that light

Dooo-dooo-dooo-dooo Dooo-dooo-dooo-dooo

Dooo-dooo-dooo-dooo Seven!

(As a xylophone is played haphazardly, the following images appear:

The ball now rolls under a Sphinx-like creature seated on a box, the creature turns its head to look The ball rolls into a pyramid, causing the top, an eye (look at your American dollar bills for an examinate the ball leaves the pyramid from the top, as the eye lifts again, and now rolls and bumps off two the week a Swiss-like mountain climber standing atop a tiny mountain with a long horn in his mouth, The ball lands on a bull in a ring, bounces off him and hits a matador holding out a red cape, causing A windmill with its sails turning, a hole in its base which the ball attempts to go through but it bounces.

The ball falls onto a Taj Mahal-looking structure, rolling under it to appear again as a snake's tail pu

Now it knocks over a flat policeman character and rolls into a sentry box which makes two guards processes of the same roller-coaster slide we saw in the beginning, bounces off a couple state of the same roller-coaster slide we saw in the beginning.

As the numbers appear in the middle of this structure, we see shooting-gallery type ducks drifting b

One-two-three Four-five Six-seven-eight Nine-ten Eleven-tweeeeeeelve!